



SAMANTHA GEROLAGA

Game Designer

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(818) 731 - 9530

SKILLS

Game Design

Systems Design
Level Design
Content Design
Rapid Prototyping
Documentation

Software

Unity
Unreal Engine 4
Maya
Photoshop
Procreate

Scripting

C#
Unreal Blueprints
CSS

Source Control

Perforce
Github

Production

Trello
Jira
Confluence
Microsoft Suite
Hansoft

Interpersonal

Problem Solving
Interdisciplinary Teamwork
Adaptable
Critical Thinking
Communication

EXPERIENCE

Production Intern • Riot Games

MAY 2022 - AUG 2023

- Sit in on weekly team meetings regarding the production pipeline of unreleased Riot Forge games with Forge team and respective developers
- Keep record of meeting notes for reference when analyzing project roadmaps and risk registries as well as creating a risk registry
- Aid with publication of released Hextech Mayhem: A League of Legends Story DLC

Game Design Intern • Weird Woods

SEP 2021 - DEC 2021

- Collaborated with 6 interns from Concept and Game Design disciplines for the conception and development of a Weird Woods endorsed immersive gaming experience from initial design to final production
- Design and development of rapid prototypes in Unity for immersive experience using alternative controllers
- Assist fellow design interns with prototyping and design feedback loops to improve player experience
- 3D Modeling and Technical Art of various in-game assets using Blender
- Use industry-standard software (Jira and Confluence) to set up and manage production pipeline
- Documentation of GDDs and Systems Diagrams using Confluence

Game Design Intern • Coin Crew Games

JAN 2021 - APR 2021

- Reported to Art and Game Design leads for CoinCrew's Escape Academy team, actively participating in weekly stand-ups for critique
- Designed Paintover variations of current alpha levels with variations in key puzzle item placement to see potential design layout and environment design of escape rooms
- Pitch Decks with Puzzle Design Conceptualizations for 2 potential levels in the finalized game in a team of other interns

PROJECTS

Ao Shu Spellslinger • Game Designer / Producer

JAN 2022 - APR 2022

- Producer and Designer on ACCD Entertainment Design Capstone Project, Ao Shu Spellslinger, responsible for overall production pipeline
- Collaborated with a team of 30 on an isometric action-adventure RPG based in Unity
- Creation of TDDs, onboarding documents, and other documentation to communicate gameplay mechanics and overall game vision and timelines to team members and supervisors
- Prototyped and designed dialogue gameplay mechanics, Dialogue System Passes in-engine

Abaddon • Game Producer

SEP 2021 - APR 2022

- Producer on ACCD Entertainment Design Capstone Project, Abaddon
- Collaborated with a team of 40 on a 3D action - adventure shooter based in Unity
- Creation and management of production pipelines across game, art, and modeling teams

EDUCATION

ArtCenter College of Design

AUG 2019 - APR 2023

- Bachelor of Science in Entertainment Design, Game Design Focus